

In the Claims

1. (Currently amended) A method for providing game information to a user, comprising:
 - monitoring a state of a character in a game environment; and
 - presenting game information to the user based on the state of the character, the game information being presented within a context of the game environment without using indicators extraneous to the game environment.
2. (Original) The method of claim 1, wherein the state of the character is a position of the character.
3. (Original) The method of claim 1, wherein the state of the character is an action of the character.
4. (Original) The method of claim 1, wherein presenting game information further comprises presenting visual information.
5. (Original) The method of claim 4, wherein the visual information is presented to the user as a modification of the character.
6. (Original) The method of claim 5, wherein the modification of the character comprises modifying a direction of orientation of a head of the character within a range of motion appropriate to the character.

7. (Original) The method of claim 1, wherein presenting game information further comprises presenting audio information.
8. (Original) The method of claim 7, wherein the audio information is presented to the user as statements by another character in the game environment.
9. (Original) The method of claim 8, wherein the other character is a companion to the character that is present with the character throughout the game environment.
10. (Original) A system for providing game information, comprising:
a visual information module configured to visually provide information to a user by modifying a character in a game environment.
11. (Original) The system of claim 10, further comprising an audio information module configured to audibly provide information to the user by initiating playback of audio signals that represent statements between characters in the game environment.
12. (Original) The system of claim 10, wherein the visual information module is further configured to monitor a state of the character in the game environment and modify the character based on the state.
13. (Original) The system of claim 12, wherein the state of the character is a position of the character.

14. (Original) The system of claim 12, wherein the state of the character is an action of the character.
15. (Original) The system of claim 10, wherein the visual information module is further configured to modify a direction of orientation of a head of the character within a range of motion appropriate to the character.
16. (Original) The system of claim 10, wherein the visual information module is further configured to modify a component of the character not controllable by the user.
17. (Original) The system of claim 11, wherein the audio information module is further configured to monitor a state of the character in the game environment and to select an appropriate audio signal of the audio signals based on the state.
18. (Original) The system of claim 17, wherein the state of the character in the game environment is a position of the character.
19. (Original) The system of claim 17, wherein the state of the character in the game environment is an action of the character.

20. (Currently amended) An electronic-readable medium having embodied thereon a program, the program being executable by a machine to perform a method for providing game information to a user, the method comprising:

monitoring a state of a character in a game environment; and

presenting game information to the user based on the state of the character, the game information being presented within a context of the game environment without using indicators extraneous to the game environment.

21. (Currently amended) A system for providing game information to a user, comprising:

means for monitoring a state of a character in a game environment; and

means for presenting game information to the user based on the state of the character, the game information being presented within a context of the game environment without using indicators extraneous to the game environment.